

FIGURE 1
(PRIOR ART)

PRINT OF DRAWINGS
AS ORIGINALLY FILED

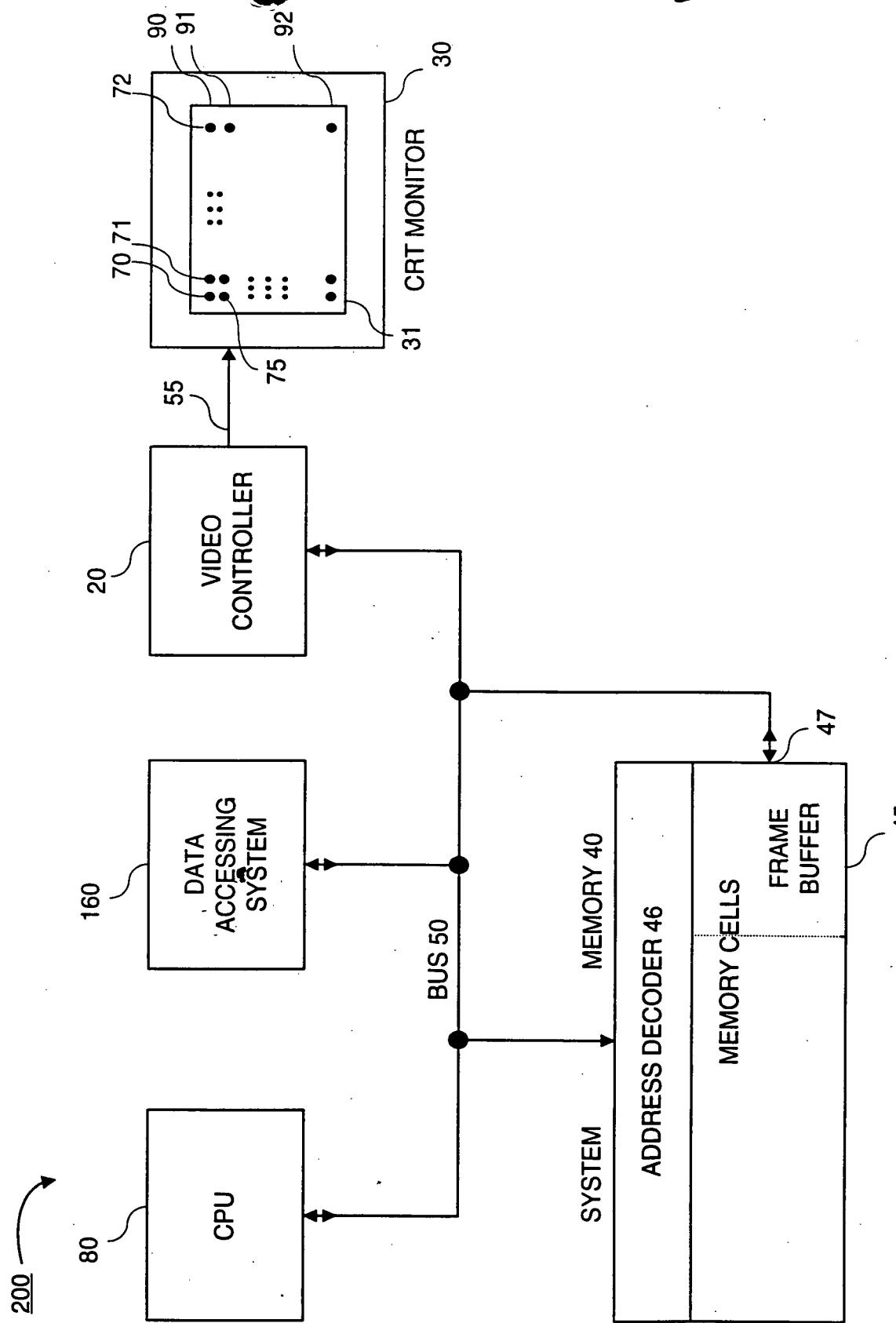


FIGURE 2

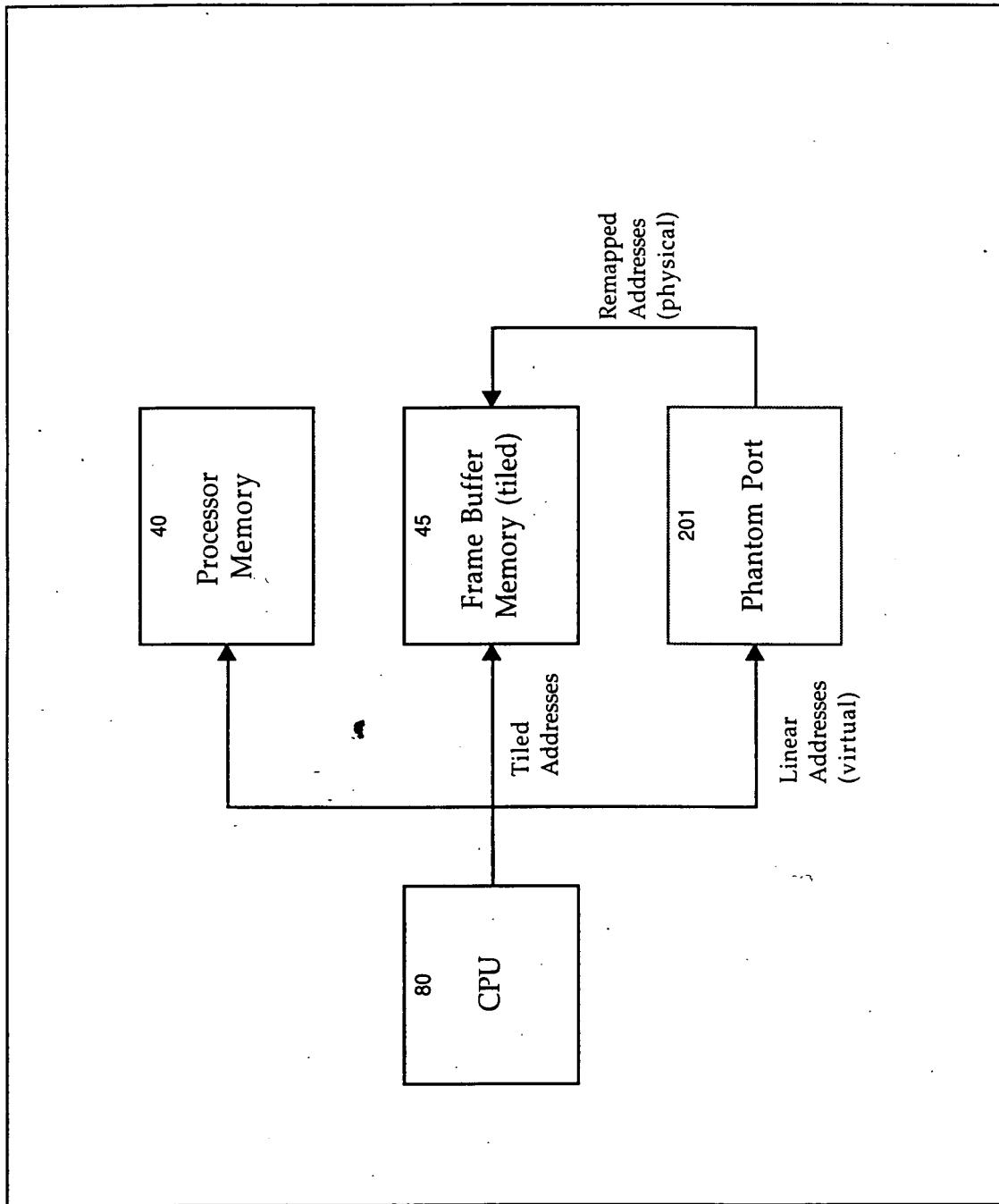


FIGURE 2A

X = Linear Address % Scan Length

Y = Linear Address / Scan Length

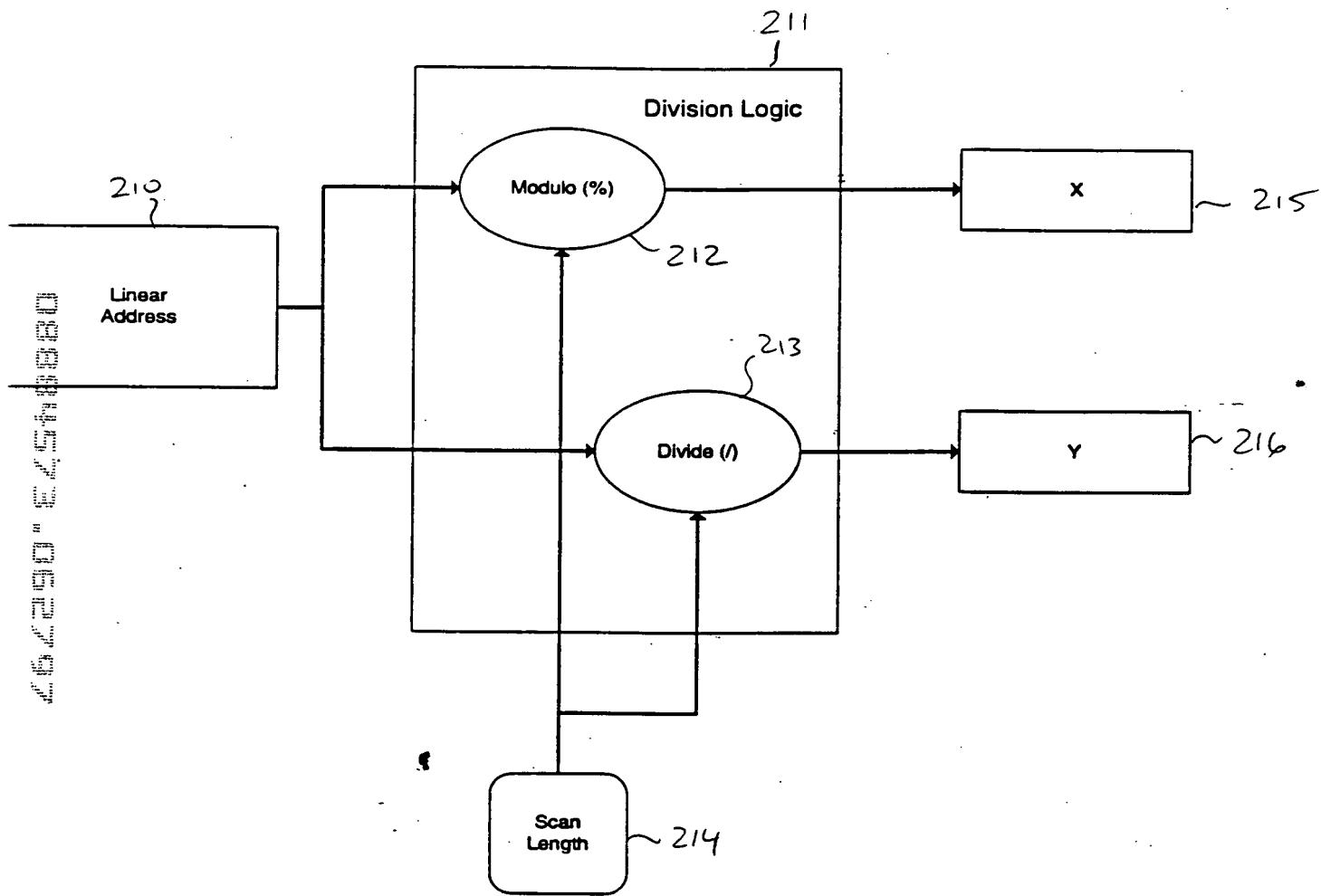


FIGURE 2B

Linear Address

$$(X + (Y \times \text{Scan Length})) = \text{Linear Address}$$

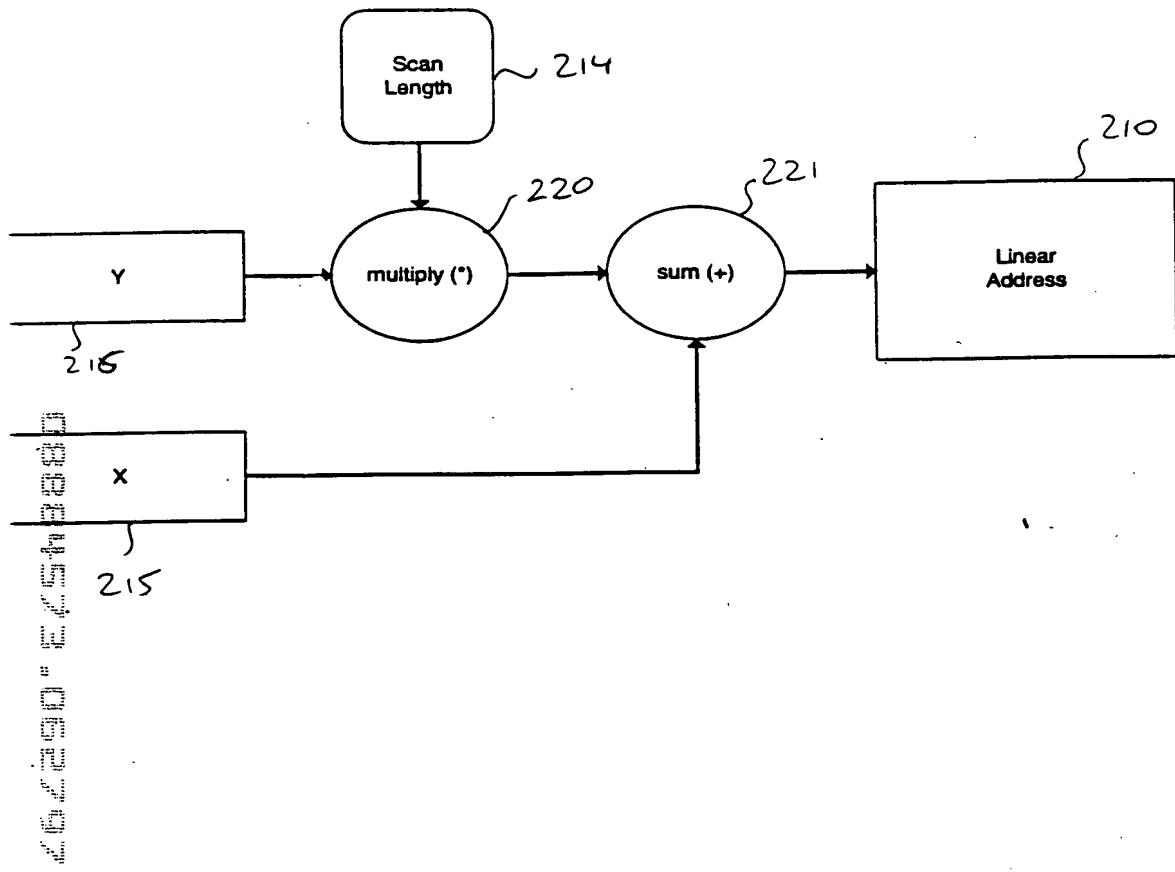


FIGURE 2C

~~to Tiled Address~~

Bit Shuffle X and Y to get X' and Y',
 $(X' + (Y' \times \text{Scan Length})) = \text{Tiled Address}$

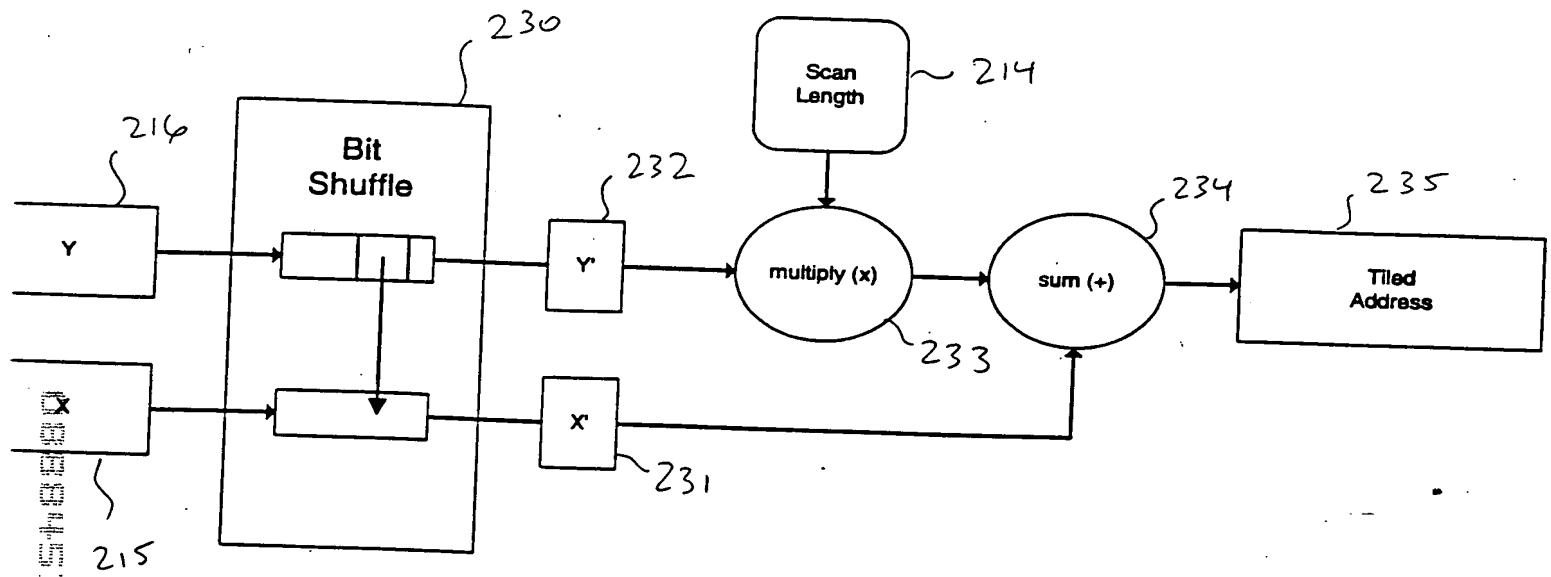


FIGURE 2D

160a

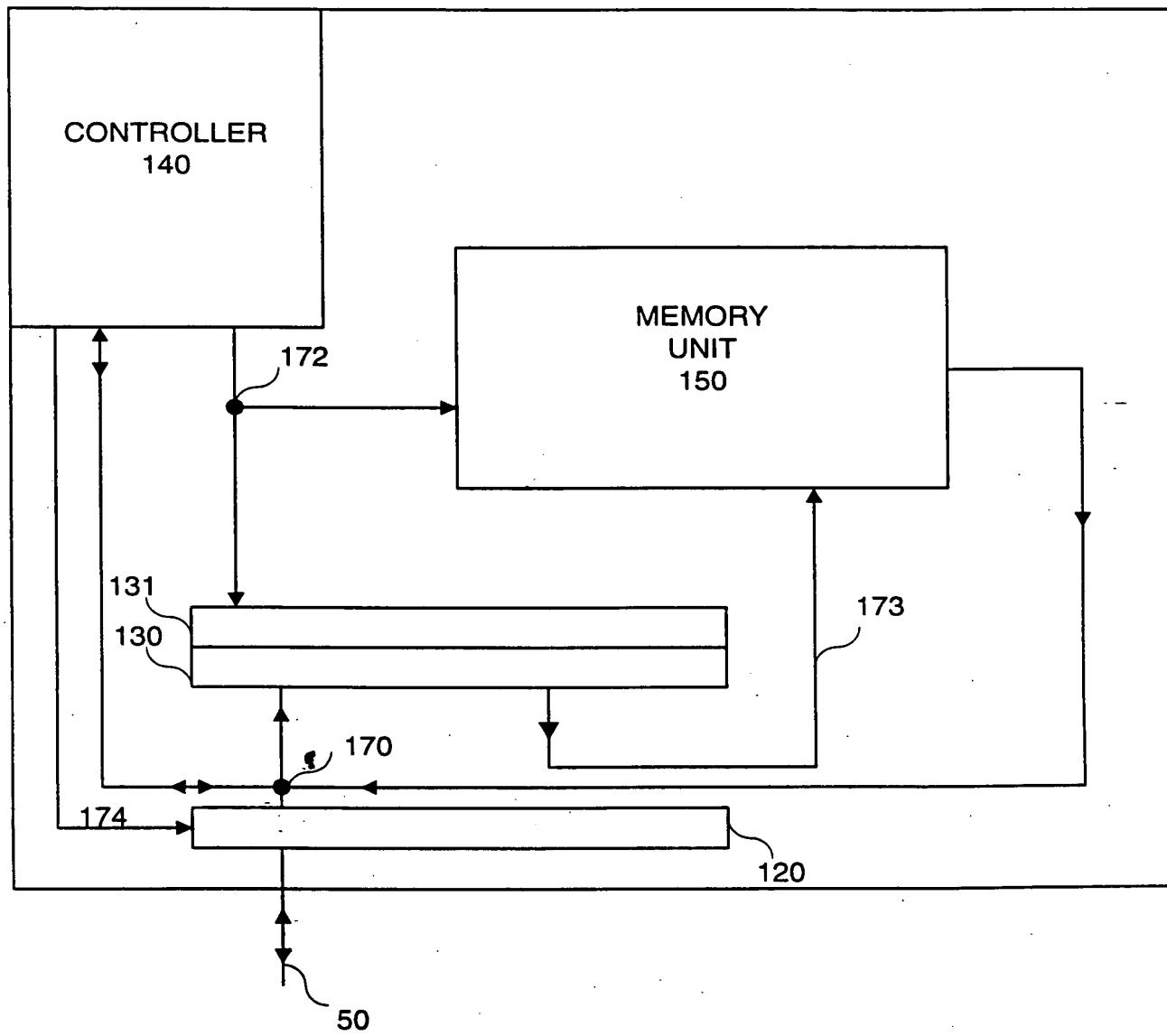


FIGURE 3

160b

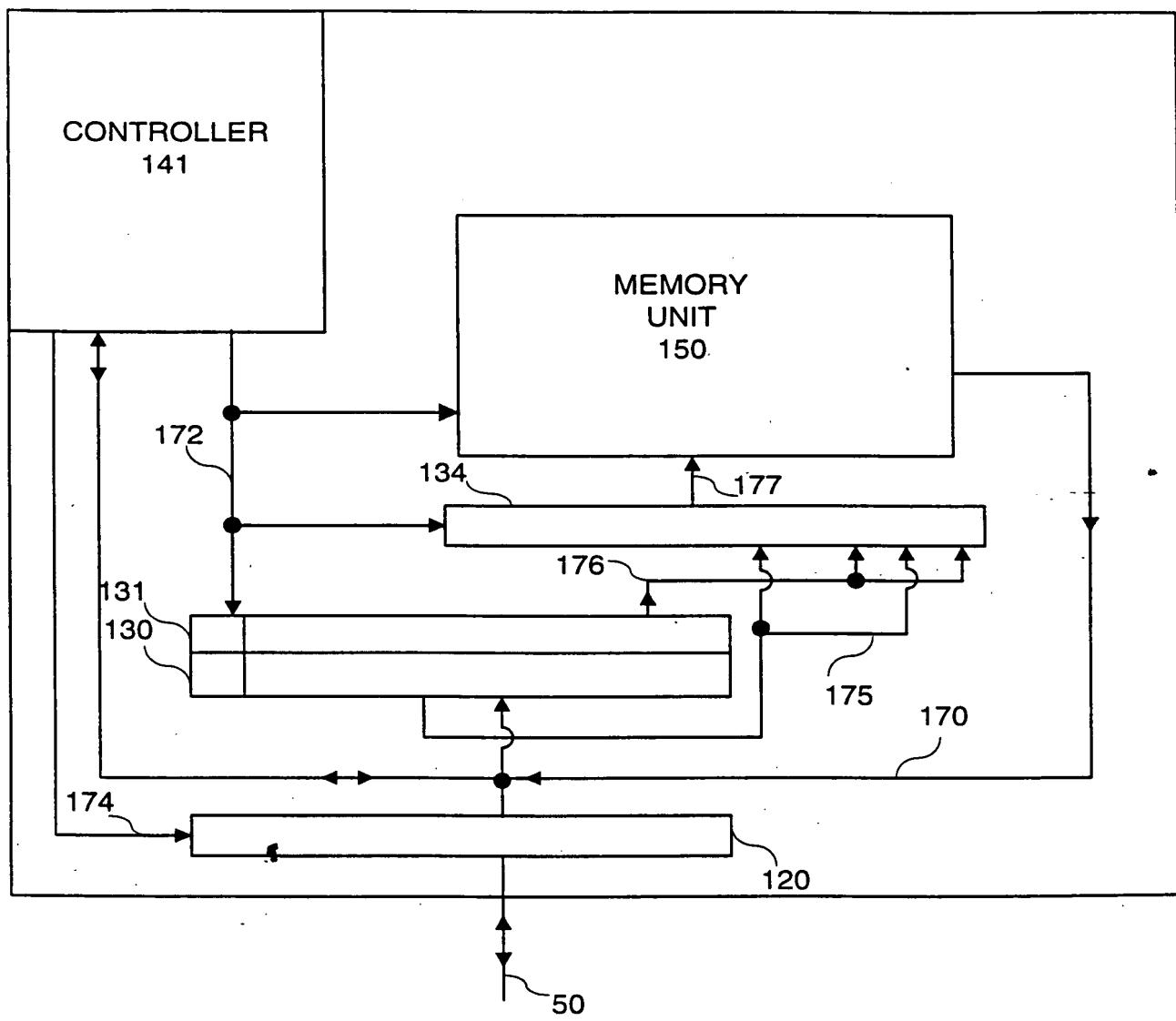


FIGURE 4

360 ↘

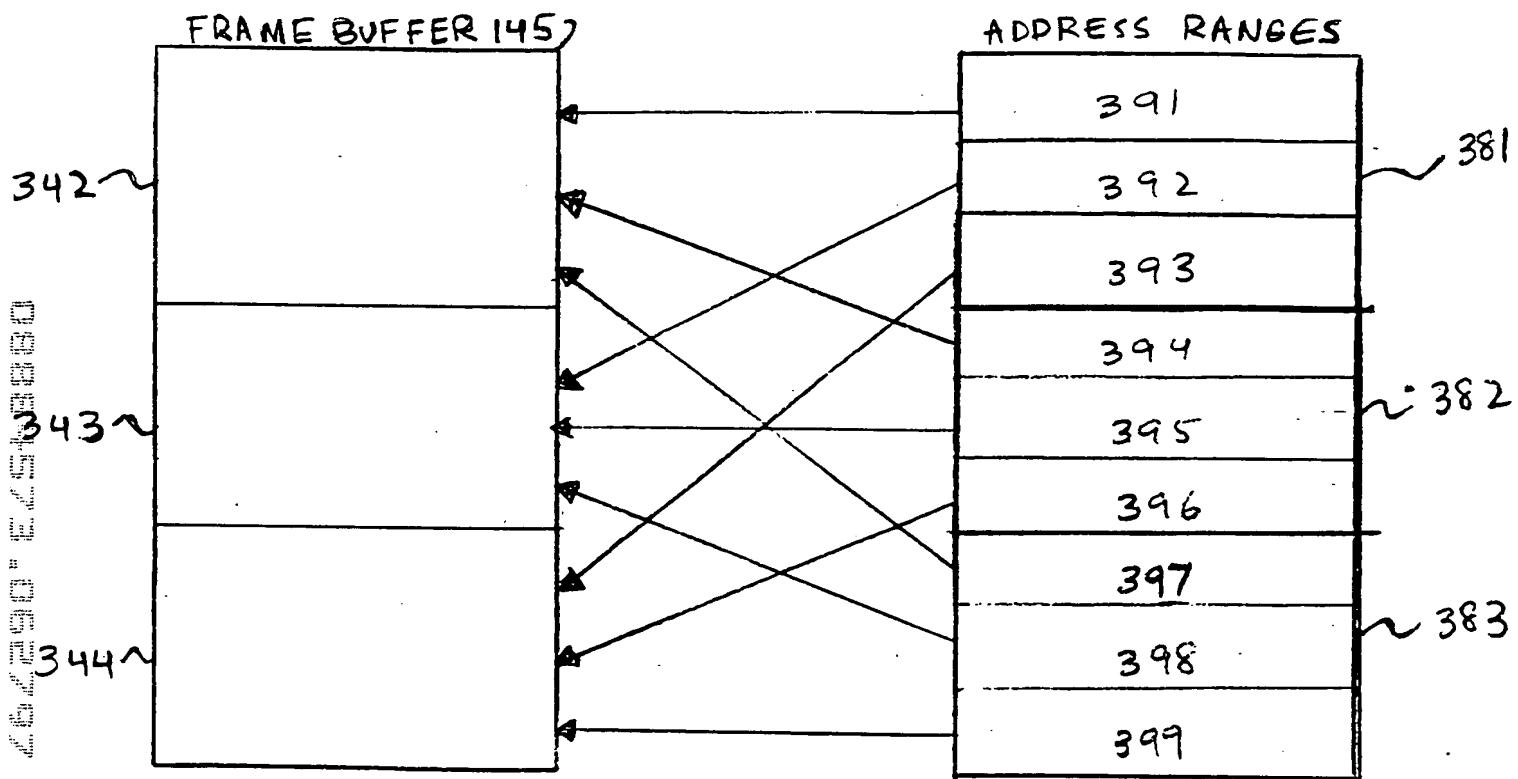


FIGURE 5

**PRINT OF DRAWINGS
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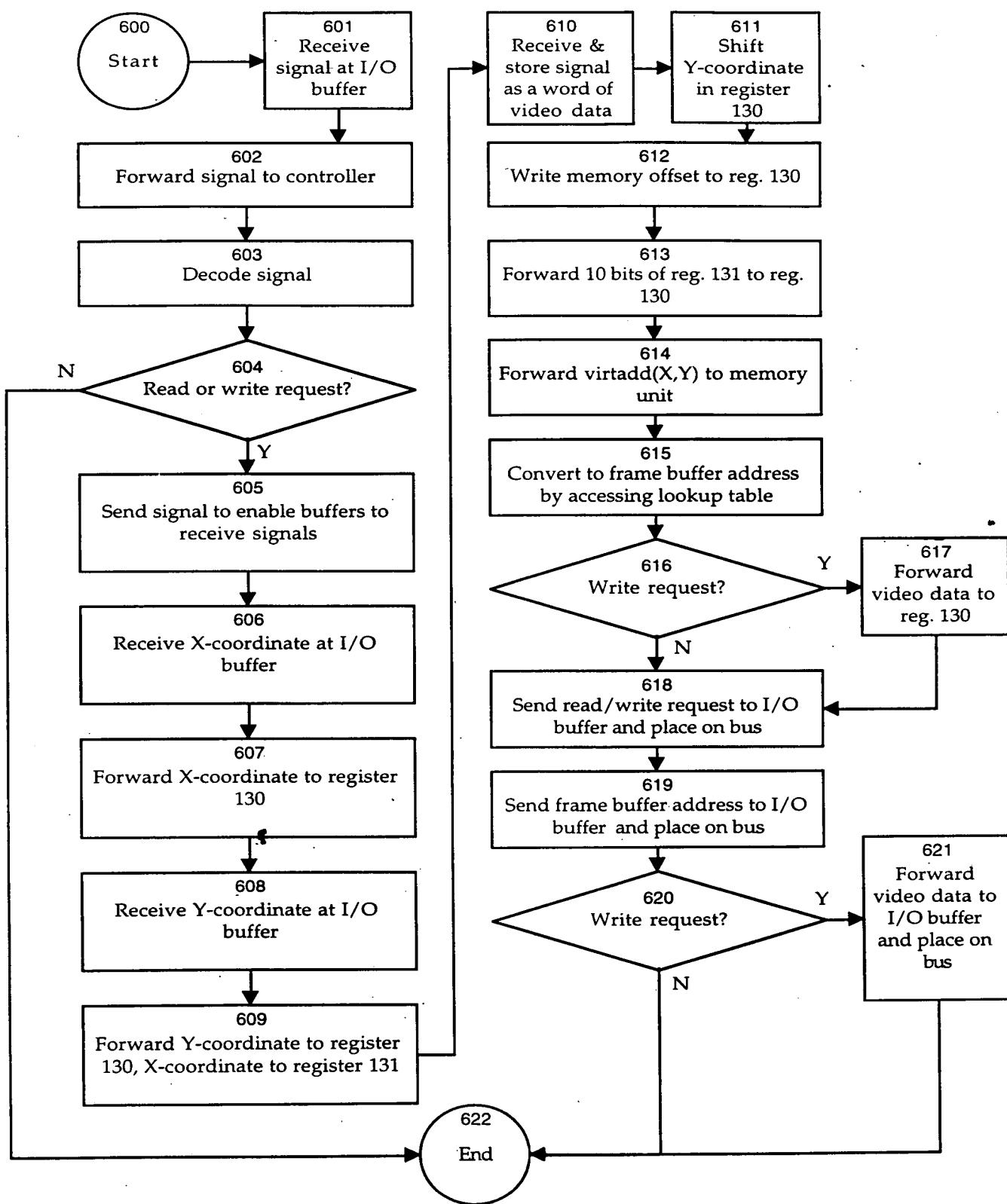


FIGURE 6

PRINT OF DRAWINGS
AS ORIGINALLY FILED

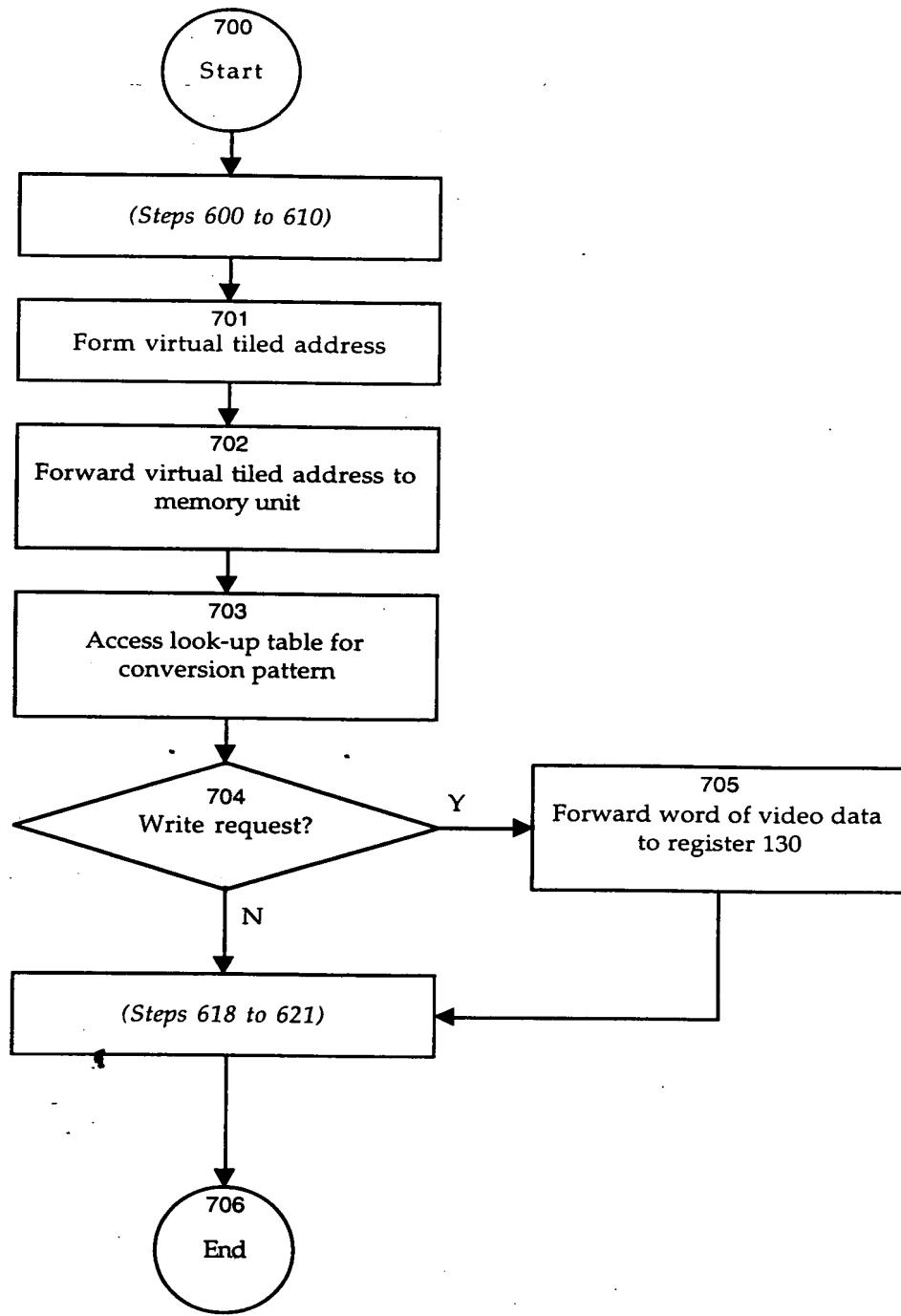


FIGURE 7